INSTRUCTION BOOKLET

COMMAND & CONQUER™

NINTENDO 64

Westwood STUDIOS

NINTENDO 64

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

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All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®

Thank you for selecting the Command & Conquer™ Game Pak for your Nintendo® 64 System.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.

"We have waited centuries for this moment. The rivers will flow with the blood of those who oppose us."

— Kane, suspected leader of the Brotherhood of Nod (Global Net Interpol, file #GEN4:16)

CONTENTS

ABOUT THE CONTROLLER

Control Stick Function

The Nintendo® 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center℠.

Holding The Controller

While playing Command & Conquer, we recommend you use the hand positions as shown on the left.

By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons.

Place your left index finger where it feels comfortable, but not in a position where you might accidentally press the Z Button on the back of the controller.

Connecting The Nintendo® 64 Controller

To play Command & Conquer, connect a controller to the first controller socket on the front panel of the Control Deck.

If you change the connection during the game, you will need to either press RESET or turn the power OFF to make the new connection active.

* This game is designed for one player, so only one controller is needed.

Rumble Pak®

The Command & Conquer game is compatible with the Rumble Pak accessory. Before using, make sure to read the Rumble Pak accessory instruction booklet carefully. Make sure that the Control Deck is OFF when inserting the Rumble Pak accessory.

THE BROTHERHOOD OF NOD

Commonly, The Brotherhood, The Ways of Nod, ShaÆSeer among the tribes of Godan; see INTERPOL File ARK936, Aliases of the Brotherhood, for more.

FOUNDED
Date unknown: exaggerated reports place the Brotherhood's founding before 1,800 BC.

IDEOLOGY
To unite third-world nations under a pseudo-religious political platform with imperialist tendencies. In actuality it is an aggressive and popular neo-fascist, anti-West movement vying for total domination of the world's peoples and resources. Operates under the popular mantra, "Brotherhood, unity, peace."

CURRENT HEAD OF STATE
Kane; also known as Caine, Jacob (INTERPOL, File TRX11-12Q); al-Quayym, Amir (MI6 DR-416.52)

BASE OF OPERATIONS
Global. Command posts previously identified at Kuantan, Malaysia; somewhere in Ar-Rub al-Khali, Saudi Arabia; Tokyo, Caen, France.

MILITARY STRENGTH
Previously believed only to be a smaller terrorist operation, a recent scandal involving United States defense contractors confirms that the Brotherhood is well-equipped and supports significant land, sea and air military operations.

ECONOMIC STRENGTH
Considerable operating assets believed to be in excess of US$255.2 billion, based on audits of seized financial records (see CIA Docket 3231.54-776 FIA).

POLITICAL STRENGTH
Believed to be the sole backers of the Fist of Allah party in Jordan (52%); United We Stand America party in the United States (12%); Albion First! party in the United Kingdom (25+%), among others. (See Brookings Institution publication A42962-94 for full disclosure.)

AFFILIATIONS
Irish Republican Party; Islamic Jihad; Khmer Rouge; others. (See document: Brotherhood of Nod Splinter Groups.)

SEE ALSO
Mobius, Dr. R.H.; terrorist activities; United States Global Defense Act; Report of World Energy Radical Redistribution, US Congressional Report, 1994, File XXY22.

GLOBAL DEFENSE INITIATIVE

Commonly, GDI. Before 1990, known as Special Operations Group Echo, Black Ops 9.

FOUNDED
12 October 1995, in accordance with the United Nations Global Defense Act (UNGDA).

IDEOLOGY
To enforce the United Nations Global Defense Act and uphold the ideals outlined in the United Nations Charter.

CURRENT HEAD OF STATE
Brigadier General Mark Jamison Shepherd, Chief of Staff, United Nations Military Command

BASE OF OPERATIONS
United Nations Military Command Center, location CLASSIFIED.

MILITARY STRENGTH
Within parameters of the UNGDA, Article V, Section 3A, Paragraph 12.

ECONOMIC STRENGTH
Funded by United Nations and various national governments, public organizations, and private enterprise.

POLITICAL STRENGTH
Not applicable: operates within parameters of the UNGDA and under the orders of the United Nations Security Council.

AFFILIATIONS
United Nations.

SEE ALSO
Shepherd, M.J.; United Nations, 1995 to present; United Nations Global Defense Act, 1995; Mobius, Dr. R.H.

STARTING THE GAME

CHOOSING YOUR SIDE: GDI OR THE BROTHERHOOD OF NOD

You must choose to ally with either GDI, the United Nations' Global Defense Initiative peace-keeping force, or The Brotherhood of Nod, a secretive terrorist organization that has remained hidden for centuries...until now.

Using the Control Stick, select your side and press the A Button to confirm. If you choose the Brotherhood, you will fight against GDI. If you choose GDI, you will fight against the Brotherhood. Each side has its own characteristics and style of playing, as well as radically different units, buildings, and tactics.

TITLE SCREEN MENU

NEW GAME/CONTINUE

Start a new game or continue from the last mission you finished.

SPECIAL OPS

Play an N64-exclusive Special Ops mission!

LOAD GAME IN PROGRESS

Play a previously-saved mission. (See page 17 for details on saving missions.)

REPLAY MISSION

Replay any mission you have already completed. Some missions have multiple variants. All possible variants are available for each mission you have played. Mission variants you have completed will be displayed in red.

OPTIONS

Adjust Game Controls, Sound Controls and Controller Configuration. Using the Control Stick, highlight the option you wish to change and press the A Button.

On each option screen, use ↑ and ↓ on the Control Stick to highlight the option you wish to change. Press the A Button then ← and → on the Control Stick to change the settings.

GAME CONTROLS

CURSOR SPEED

Controls how fast your cursor moves across the screen.

HELP TEXT

Choose to have the Help Text on or off. When the Help Text is on, the name and cost of units will appear when you highlight their icons on the sidebar and when you leave the cursor over them for a few seconds on the battlefield.

BATTLEFIELD RESOLUTION

Set to either Medium Res or High Res. You must have an Expansion Pak (sold separately) connected to play in High Res.

SOUND CONTROLS

EFFECTS VOLUME

Adjust the volume of sound effects such as the voice of EVA and explosions.

MUSIC VOLUME

Adjust the volume of the background music.

TRACK LOOP

Choose to have the background music track loop or continue on to the next track.

CONTROLLER CONFIG

Use ← and → on the Control Stick to scroll through the two available controller configuration settings. Press the A Button to accept the new configuration or press the B Button to cancel.

CREDITS

See who was involved in the making of Command & Conquer.

PLAYING THE GAME

In Command & Conquer, you will use the Control Stick to move the cursor and scroll through options. Throughout the game, press the A Button to select and the B Button to deselect.

SCROLLING AROUND

To look around the battlefield, move the cursor using the Control Stick. The dark area is the "Unrevealed Terrain." As your units move around the battlefield, they will slowly reveal this area. Every unit (except Technicians) reveals terrain as it moves, but not every unit can "see" the same distance.
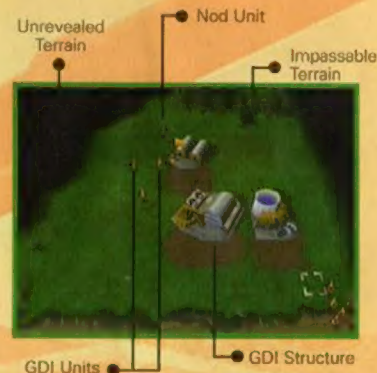
ORDERING YOUR TROOPS AROUND

To get your troops to act, select a unit by placing the cursor on it and pressing the A Button; the unit's health will be displayed. Move the cursor to the location where you want the unit to go and press the A Button again. If the cursor is over a potential target, it will change to the Targeting cursor. Pressing the A Button while you have this cursor will cause the unit to attack the target; otherwise, the unit will move to the chosen location. If the location is blocked or impassable (i.e., a cliff or trees), the unit will try to get as close as possible.

Selection cursor Targeting cursor Movement cursor

To cancel out of this mode (or any mode), press the B Button, and the unit will be deselected.

GROUP ACTIVITIES

To save time, you can combine your troops into groups. To select several units simultaneously, press and hold the A Button. Use the Control Stick to create a box around the troops you want to select; release the A Button, and all the units within the box will be selected. You can give that group an order the same way you would a single unit. (See page 18 for details on assigning units to teams.)

PRODUCTION VS. NON-PRODUCTION MISSIONS

There are two types of missions: production and non-production. In production missions, you are given either a Construction Yard or a Mobile Construction Vehicle (MCV).

In non-production missions, you must complete the mission using only the units you are given. (This may sometimes lead to production situations. For instance, if you begin with an Engineer and manage to capture an enemy production structure, the mission type may change.)

BUILDING THINGS

Critical to the success of many missions is constructing your own field base and constantly maintaining and defending this base during combat.

To begin building your base, you must have a Construction Yard. Unless the Construction Yard is set up when the mission begins, you'll have to deploy the Mobile Construction Vehicle (MCV). Select the MCV and move it to where you want the Construction Yard to be placed. If you try to deploy the MCV where there isn't enough room, the Deploy cursor will not appear. If there is enough room, press the A Button to deploy the MCV, and it will turn into a Construction Yard.

Construction Yard

MCV

Deploy cursor

Once the Construction Yard is set up, you can view your construction options by pressing the Z Button. When you are finished, press the Z Button again to close the sidebar. To keep the sidebar open while you scroll around the battlefield, press the R and Z Buttons at the same time.

Radar

Credits

Building icons

Unit icons

Power bar

REPAIR BAY $1200

Help Text

In the upper portion of the sidebar, you will see the symbol of your side (GDI or Nod). Later, this area becomes a radar display when you've built a Communications Center and have enough power to support it.

Underneath this symbol is the number of credits you have available to build, train and repair units and structures. Your total credits will decrease as you build, train or repair units and structures. Credits will increase when a building is sold or when a Harvester unloads Tiberium at a Refinery.

Below this are two columns which display the units you may build or train. Use the Control Stick to highlight a unit and press the A Button to create it. When the Help Text is turned on (see page 8), the name and cost of the unit will be displayed when you highlight it. **Pressing ← or → on the Control Stick will allow you to view more units and structures as they become available.**

Construction will take a period of time, as indicated by the shading on the icon. Cost for construction and/or purchasing will be automatically deducted from your available credits. Only one unit and one structure may be built at any one time.

Once construction of a structure is completed, the word READY will appear across the icon in the sidebar. Select the icon, and the cursor will turn into a placement grid on the battlefield. Move the grid to where you want the building to be placed. The grid should be entirely white; any red in the grid indicates that the placement area is blocked, and you will not be able to deploy the building. Once you've found a suitable location, press the A Button to place the building. Your new building must be adjacent to one of your existing structures, or the entire placement grid will be red.

Placement Grid

While there is a grid on the field, you will not be able to build anything else. You must either place the building or cancel its placement. To cancel, press the B Button while the placement grid is still up. The grid will disappear, and READY will again appear on the building icon in the sidebar. Press the B Button again to cancel the building and refund your credits.

POWER

To the left of the construction icons is a narrow, vertical green bar. This is your power bar. Every building you place requires power to run, so knowing how much power you have and how much you are using is very important.

The vertical blue bar shows how much power your base (and all its structures) needs to function optimally, while the green bar shows how much power your base is producing. If the blue bar is taller than the green bar, your base doesn't have enough power! If it's below the green bar, your base has enough power to run all the structures you have built.

Lack of full power will cause construction to go slower, shut down radar (if it was built), and deactivate some of the high-tech base defenses available in the game. Power Plants are good targets to go after if the enemy has defenses that are tough to destroy. Without power, the enemy is denied information, quick response time and base defense.

CREATING ADDITIONAL UNITS

After you have deployed your MCV into a Construction Yard and built a Power Plant, create a Barracks or Hand of Nod, which will allow you to train Infantry. At first the type of troops you can train will be limited, but as you win missions you'll receive new technologies and upgrades. Once you do this, new troops with unique abilities will become available.

As the game progresses and you build up your base, you'll have a chance to construct a Weapons Factory or an Airstrip. With these, you can acquire new and more powerful units like HMMWVs, Recon Bikes, Nod Buggies and eventually, Tanks. Keep in mind that some of the units and buildings mentioned above won't be available for both sides.

TIBERIUM AND HARVESTING

In order to make money, you need to harvest Tiberium. To harvest Tiberium, you need to build a Refinery and a Harvester. Every Refinery that you build comes with a Harvester, plus you can build extra ones if you want to collect Tiberium faster. The closer the Refinery is to Tiberium, the faster you will make additional credits.

When the Refinery is built, a Harvester will appear with it. The Harvester will move to the nearest patch of Tiberium visible on your map and proceed to harvest it. After dumping all of the collected Tiberium into the Refinery, it will attempt to return to the same Tiberium patch and continue harvesting from it. This process is automatic, but you can interrupt it at any time by redirecting the Harvester to another location or past any obstacles which get in its way.

If there is no visible Tiberium around when you place your Refinery, the Harvester will appear but will not move. Take one of your other units and scout around your base until you find some Tiberium. Once you find some, select the Harvester, then move the cursor over the Tiberium. You will see it change to an Attack cursor. Since the Harvester doesn't have a weapon, this cursor tells it to start harvesting. Press the A Button, and the Harvester will proceed to the Tiberium and begin to harvest it. The automatic harvesting process will be started.

You an force the Harvester to return to the Refinery early. To do this, select the Harvester, move your cursor over the Refinery, and press the A Button when the cursor changes to an Enter cursor. If the Enter cursor does not appear, there is a Harvester already on its way back to this particular Refinery. Select another Refinery or wait until the returning Harvester has delivered its load.

NOTE: If you move the Harvester somewhere and do not tell it to collect Tiberium, it won't. When it reaches its destination, it will stop there until you order it to move again. The automatic collection only happens when you build a Refinery and a Harvester, and there is Tiberium in sight.

MANAGING YOUR MONEY

Always be sure your base has enough storage space for excess Tiberium. Your Refinery can only hold 1000 credits worth of Tiberium, but a Silo can hold up to 1500 credits worth. If you don't have enough storage space, any new credits brought in by your Harvester will be lost!

LOADING UNITS INTO TRANSPORTS

The APC and the Transport Helicopter are each capable of carrying five Infantry. To load Infantry into these units, select a group (or individual), then move the cursor over the APC or Transport Helicopter. When you get the Enter cursor, press the A Button, and the troops will move to, then enter the unit. You can then select the APC or Transport Helicopter and move it to any area you wish (the Transport Helicopter can only move to revealed terrain). To deploy these troops, move the cursor over the unit. When the Deploy cursor appears, press the A Button; your troops will leave the unit, ready for fighting.

CAPTURING ENEMY BUILDINGS

As the game advances, a special Infantry unit, the Engineer, will become available. Engineers are unarmed, but they allow you to capture certain enemy buildings. To do this, select the Engineer and place the cursor over an enemy building. If it is one you can take, you will see an Enter cursor. Press the A Button if you want the Engineer to try to capture the building. If you are successful, the color of the building you targeted will change to the color of your side.

This building is now part of your base. You can build base structures around it, sell it or just leave it there, denying your enemy of its use. Depending on the structure you captured, you may be able to build some units or structures that are normally unavailable to you! Your enemy may attempt to re-take the building, so if you don't plan on attacking from within, sell it or be prepared to defend it!

REPAIRING STRUCTURES

You may want to repair a damaged building to keep it operating at full efficiency. Press the R Button, and the cursor will turn into a wrench. Place the wrench over the building you want to repair and press the A Button. Repair will begin immediately, indicated by a large, blinking wrench, and the cost of repair will automatically be deducted from your account. Several buildings may be repaired simultaneously by placing a wrench on each of them.

If you wish to stop the repair process on a structure, place the wrench icon on the building under repair and press the A Button. If you run out of credits while repairing, the repair process will cease. The repair process will not start up again if you get more credits—you must start the process again. Press the B Button to cancel out of Repair mode.

SELLING STRUCTURES

To sell a building, press the R Button twice: the cursor will change to a wrench, then to a $ cursor.

Place the $ cursor over the building you want to sell and press the A Button. It will deconstruct, and you'll be credited half of the structure's original cost.

BE CAREFUL! As long as the cursor is in $ mode, any building you select will be deconstructed and sold! To cancel out of $ mode, press the B Button.

CHECK-UP

To check the health status of a unit or structure, simply select it. As long as the bar is green, it's healthy. As the bar shrinks and turns red, it's closer to being destroyed. In later missions, vehicles can be repaired if you build and send them to a Repair Facility.

Some units (APCs, Harvesters, Orcas) and some structures (Refineries, Silos) have a carrying capacity or a limited ammo supply, indicated by a series of tiny boxes in the lower-left corner of the unit (when selected). This will tell you at a glance how much your unit is carrying. When all the boxes are full, so is the unit.

GAME PAUSED OPTIONS

Choosing the Options mode will stop all the action on the field while you adjust your visual, audio, and game controls. To access the Options Menu, press START.

GAME CONTROLS
See page 8.

SOUND CONTROLS
See page 8.

Money Sound—Turn the sound of credits being added or subtracted on or off.

Music Track—Select which music track you would like to listen to during the game.

RESTATE OBJECTIVE
Displays a text version of the mission's objectives.

SAVE GAME IN PROGRESS

There are two interim save slots which allow you to save your game in the middle of a mission. To save your game, go to the Save Mission menu and press the A Button. If you save to a slot that has already been used, your previously-saved game will be erased. To leave this screen without saving, press the B Button.

RESTART MISSION
Start again from the beginning of the current mission.

ABORT MISSION
Quit the game and return to the Title Screen.

RETURN TO MISSION
Go back to the main game.

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ADVANCED GAME CONTROLS

Once you've got a good grasp of the basic controls for your units, it's time to move on to some of the more advanced controls that are offered in Command & Conquer.

TEAMS [C ⊙, ⊙, ⊙, AND ⊙]

You can "save" a group of selected units into a team. First select all the units that you want in a single team, then hold down the R Button and press any one of the C Buttons. This will make all the selected units part of that team. To instantly select that team, press the C Button corresponding to that team, and they will all be selected.

Note that this will not re-center your view on that team, it will just select them so you can give them orders. To center your view on that team, hold down the C Button you have assigned to them.

GUARD MODE [Z BUTTON + B BUTTON]

Normally, units that you have stationed around will only respond if they're fired upon or if an enemy unit gets close enough for them to fire on it. If you want your units to fire on anyone who comes within range, select the units and press the Z and B Buttons at the same time. This will put all the selected units into guard mode. Your units will be much more aggressive, moving toward any threats that come near them.

You can also bring up the Guard cursor by pressing the R Button three times. To use this method, select your unit(s) and switch to the Guard cursor. Place the Guard cursor over the unit you want guarded, then press the A Button. To cancel out of guard mode, press the B Button. Guard mode will continue to function on those units until you move them or give them another order.

FORCE FIRE [R BUTTON + A BUTTON]

Sometimes, you may want to have certain units fire on a building or area even if it isn't an enemy target. To get them to do this, you can use the force fire command. Simply select the units that you want to do this, move the cursor to the item that you want to attack, and press the R and A Buttons at the same time. Units in this mode will continue to fire on that area, ignoring all other threats, until you tell them to stop or give them a new order to follow.

FORCE MOVE [R BUTTON + B BUTTON]

Using the force move command, you can make your tanks (or any heavy unit) move into an enemy-occupied space and attempt to overrun the Infantry there. Select the unit(s) to force move, move the cursor to the place where you want them to move, and press the R and B Buttons at the same time. Your unit will attempt to crush that Infantry until either it succeeds, you give it a new order or your unit is destroyed.

Vehicles cannot overrun each other, and Infantry cannot overrun tanks. Only tracked or heavy units can force move into enemy Infantry. You cannot force your tanks to crush your own Infantry.

SCATTER [➜ ON THE + CONTROL PAD]

You can make your troops move in a random direction from their current location, allowing them to (most of the time) dodge out of harm's way. To scatter units, select them and press ➜ on the + Control Pad. Units that are scattering will continue to carry out attack orders, so you can select them, tell them to attack, then press ➜ on the + Control Pad to make them scatter from the threat.

NOTE: Scattering will only make the selected units move once. If you want them to continually scatter, you must keep the units selected and continue to press ➜ on the + Control Pad every second or so. Otherwise, they will scatter once, then stop, continuing to attack the target you've given them. Also, units that are scattering may scatter out of their fire range. If this happens, select the target again (with the units still selected), and your units will move back into firing range.

CONSTRUCTION YARD VIEW [⬇ ON THE + CONTROL PAD]

Pressing ⬇ on the + Control Pad will instantly center your view on your Construction Yard. This is useful for jumping back to your base when you've been concentrating your efforts elsewhere on the battlefield.

GDI UNITS

MINIGUN INFANTRY
Key player in the GDI forces. Large groups are very effective against tanks, but are easily killed by large tanks and flame-based weapons.

GRENADIER
Faster and can see farther than normal infantry. Can throw grenades over walls.

BAZOOKA
Slower and easier to kill than other infantry, but can tear through armor faster. Ability to attack airborne units.

COMMANDO
Can take out infantry from extreme range and level buildings in seconds with C-4 explosives. Only available in certain missions.

ENGINEER
Used to take over enemy structures. Has no weapons and no armor.

HMMWV
Fast and very useful against infantry. Can wipe out large numbers of Nod Buggies en masse.

ARMORED PERSONNEL CARRIER (APC)
Transports and protects up to five troops. Ideal as a scouting unit and useful for crushing infantry.

MEDIUM TANK
Fires armor-piercing shells. One of the best all-around vehicles in the game.

MOBILE ROCKET LAUNCH SYSTEM (MRLS)
GDI's longest-range attacker. Effective against almost everything, including aerial attacks, but has no short-range fighting ability.

MAMMOTH TANK
Lacks speed and mobility, but can slowly regenerate its health back up to 50%. Can fire at aerial units when in guard mode.

ORCA VTOL ASSAULT CRAFT
Vertical takeoff and landing (VTOL) craft which can take out enemy armor such as Harvesters. Must return to base to reload missiles.
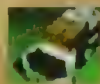
TRANSPORT HELICOPTER
Provides field transportation for all infantry.

MOBILE CONSTRUCTION VEHICLE (MCV)
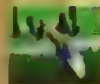Converts into a Construction Yard, then builds other structures.

HARVESTER
Seeks out Tiberium and transports it to Refineries. No weapon but heavily armored and proficient at crushing infantry.

HOVER CRAFT
Deploys men and vehicles during amphibious assault. Not buildable in any mission.

A-10 GROUND SUPPORT AIRCRAFT
Highly maneuverable, ground-hugging craft which levels enemy units with napalm. Destroying all Nod SAM sites gives access to A-10 airstrikes.

GUNBOAT
Surface-to-surface missiles. Makes special appearances, but is normally unavailable.

DESCRIPTION	TECH	COST	RANGE	ARMOR	WEAPON
Minigun Infantry	1	100	Short	-	M-16 Rifle
Grenadier	1	160	Short	-	High Explosive Grenade
Rocket Soldier	2	300	Medium	-	Light TOW Rocket
HMMWV	2	400	Short	Light	M-60 Chain Gun
Harvester	2	1400	-	Heavy	-
Engineer	3	500	-	-	-
Medium Tank	3	800	Medium	Heavy	105mm APDS
APC	4	700	Short	Heavy	M-60 Chain Gun
Mammoth Tank	5	1500	Med / Short	Heavy	120m APDS / Missile
Transport Helicopter	6	1500	-	Medium	-
Orca	6	1200	Long	Light	Dragon TOW Rocket
Commando	7	1000	Short / Long	-	Sniper Rifle / C-4 Explosive
MRLS	7	800	Long	Light	227mm Missile
MCV	7	5000	-	Medium	-
Ion Cannon	7	-	-	-	Ion Blast
A-10 Support Aircraft	-	-	Long	Heavy	Napalm Bombs
Gunboat	-	-	Long	Heavy	Tomahawk Missile
Hover Craft	-	-	-	Heavy	-
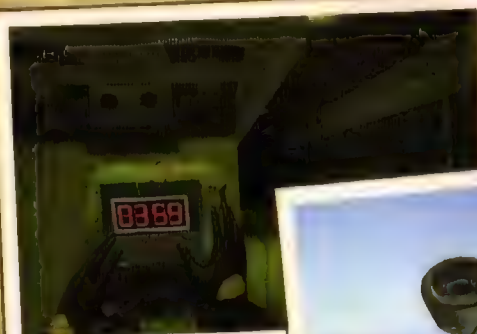
HIERARCHY

NOTE: Not all units will be available in all missions.

Structures Built → **Allows Building of**

Barracks → Minigun Infantry, Grenadier, Bazooka, Engineer Infantry
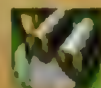
Barracks + Weapons Factory → APC

Barracks + Helipad → Transport Helicopter, Orca

Weapons Factory → HMMWV, Medium Tank

Weapons Factory + Adv. Comm. Ctr → MRLS, MCV

Weapons Factory + Repair Facility → Mammoth Tank

Weapons Factory + Tiberium Refinery → Harvester

GDI STRUCTURES

CONSTRUCTION YARD
The foundation of a base. Allows the construction of other buildings.

POWER PLANT
Provides power to the structures in your base.

ADVANCED POWER PLANT
Generates double the amount of power as the Power Plant.

INFANTRY BARRACKS
Field training center for all available Infantry units.

GUARD TOWER
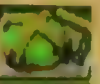Manned defense against Nod ground attack.

ADVANCED GUARD TOWER
Strong fortification against ground and air units.

REFINERY
Processes Tiberium and stores 1000 credits.

SILO
Stores up to 1500 credits of Tiberium.

COMMUNICATIONS CENTER
Allows the use of radar screen as long as there is enough power.

ADVANCED COMMUNICATIONS CENTER / ION CANNON
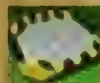Provides radar and is the uplink center for the Ion Cannon.

WEAPONS FACTORY
Builds GDI's vehicles.

HELIPAD
Allows use of ORCA attack aircraft.

REPAIR FACILITY
Repairs damaged units.

SANDBAG BARRIER
Deters the enemy from advancing and provides limited cover.

CHAIN LINK BARRIER
Provides more defense than sandbags.

CONCRETE BARRIER
The most effective barrier.

STRUCTURE	XU?	COST	POWER	ARMOR	PURPOSE
Construction Yard			30	Light	Produces structures
Power Plant	1	300	+100	Medium	Provides power
Infantry Barracks	1	300	20	Medium	Produces Infantry
Tiberium Refinery	1	2000	40	Medium	Converts Tiberium to credits
Tiberium Silo	1	150	10	Light	Holds 1500 credits
Sandbag Barrier	2	50	-	Light	Base defense
Guard Tower	2	500	10	Light	Defense
Weapons Factory	2	2000	30	Medium	Builds vehicles / Air power
Communications Ctr.	2	1000	40	Light	Radar & communications
Adv. Guard Tower	4	1000	20	Medium	Defensive rocket launcher
Chain Link Barrier	5	75	-	Medium	Base defense
Adv. Power Plant	5	700	+200	Light	Provides power
Repair Facility	5	1200	30	Light	Repairs vehicles
Helipad	6	1500	10	Medium	Helicopter landing / Rearming
Concrete Barrier	7	100	-	Heavy	Base defense
Adv. Comm. Ctr	7	2800	200	Heavy	Radar & Ion Cannon

HIERARCHY

NOTE: Not all units will be available in all missions.

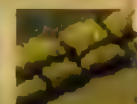**Structures Built** — **Allows Building of**

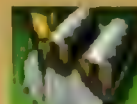Construction Yard → Concrete Barrier, Chain Link Barrier, Sandbag Barrier, Power Plant

Power Plant → Barracks, Adv. Power Plant, Repair Facility, Tiberium Refinery

Barracks → Guard Tower, Helipad

Tiberium Refinery → Communications Center, Weapons Factory, Tiberium Silo

Communications Center → Adv. Comm. Center, Adv. Guard Tower

NOD UNITS

MINIGUN INFANTRY
Key player in Nod's forces. Large groups are very effective against tanks, but are easily killed by large tanks and flame-based weapons.

BAZOOKA
Slower and easier to kill than other Infantry, but can tear through armor faster. Ability to attack airborne units.

FLAMETHROWER INFANTRY
Maximum close-range destruction.

ENGINEER
Used to take over enemy structures. Has no weapon, no armor and is very slow.

COMMANDO
Can take out infantry from extreme range and level buildings in seconds with C-4 explosives.

RECON BIKE
Packs can hunt down lone units or Harvesters. Can fire at aircraft when in guard mode.
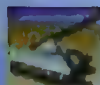
NOD BUGGY
Less armor but more speed than GDI's HMMWV.

LIGHT TANK
Delivers maximum weaponry and personnel destruction with minimum weight, maintenance and weaponry.
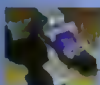
MOBILE ARTILLERY
Very slow, but has great range and ballistics power.

FLAME TANK
Can mow through swarms of infantry with little or no damage to itself.

STEALTH TANK
Most structures cannot see it when cloaked.

MOBILE CONSTRUCTION VEHICLE (MCV)
Converts into a Construction Yard, then builds other structures.

HARVESTER
Seeks out Tiberium and transports it to Refineries. No weapon but heavily armored and proficient at crushing infantry.

HOVER CRAFT
Deploys men and vehicles during amphibious assault. Not buildable in any mission.

CARGO PLANE
Ships purchased units to the Brotherhood of Nod via the Airstrip. Not buildable in any mission.

NOD UNIT		COST	RANGE	ARMOR	WEAPON
Mini...		100	Short	-	M-16 Rifle
Flame...	1	200	Short	-	Flamethrower
Bazooka	2	300	Medium	-	Light TOW Rocket
Recon Bike	2	500	Medium	Light	Dragon TOW Rocket
Harvester	2	1400	-	Heavy	-
Nod Buggy	3	300	Short	Light	M-60 Machine Gun
Engineer	3	500	-	-	-
Light Tank	3	600	Medium	Medium	75mm APDS
Flame Tank	4	800	Short	Medium	Twin Flame Cannons
Stealth Tank	5	900	Medium	Light	Dragon TOW Rocket
Mobile Artillery	6	450	Long	Medium	150mm Ballistic Charge
Commando	7	1000	Long	-	Sniper Rifle / C-4 Explosive
MCV	7	5000	-	Medium	-
Nuclear Strike	7	-	Extreme	-	Nuclear detonation
Hover Craft	-	-	-	Heavy	Amphibious deploy
Cargo Plane	-	-	-	Heavy	Unit delivery

HIERARCHY

NOTE: Not all units will be available in all missions.

Structures Built → **Allows Building of**

Hand of Nod → Minigun Infantry, Bazooka, Flame-Thrower Infantry, Engineer Infantry

Airstrip → Recon Bike, Nod Buggy, Light Tank, Artillery

Airstrip + Communications Center → Flame Tank, Stealth Tank

Airstrip + Tiberium Refinery → Harvester

Airstrip + Temple of Nod → MCV

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NOD STRUCTURES

CONSTRUCTION YARD
The foundation of a base. Allows the construction of other buildings.

POWER PLANT
Provides power to the structures in your base.

ADVANCED POWER PLANT
Generates double the amount of power as the Power Plant.

HAND OF NOD
Creates elite Infantry units for the Brotherhood of Nod.

TURRET
The staple of Nod's base defense. Broad sweep, short-range protection against heavy assault vehicles

SAM SITE
Fires surface-to-air missiles.

REFINERY
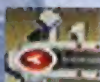Processes Tiberium and stores 1000 credits.

SILO
Stores up to 1500 credits of Tiberium.

COMMUNICATIONS CENTER
Allows the use of radar screen as long as there is enough power.

AIRSTRIP
Allows cargo planes to land and deliver equipment.

REPAIR FACILITY
Repairs damaged units.

OBELISK OF LIGHT
High-power laser destroys troops and armament at long range.

TEMPLE OF NOD
Houses the central computer core that is the hub of all Nod communications. Allows ability to fire nuclear missiles.

SANDBAG BARRIER
Deters the enemy from advancing and provides limited cover.

CHAIN LINK BARRIER
Provides more defense than sandbags.

CONCRETE BARRIER
The most effective barrier.

STRUCTURE	TECH	COST	POWER	ARMOR	PURPOSE
Construction Yard	1		30	Medium	Produces structures
Power Plant	1	300	+100	Light	Provides power
Hand of Nod	1	300	20	Medium	Produces Infantry
Tiberium R.	1	2000	40	Medium	Converts Tiberium to credits
Tiberium Silo	1	150	10	Light	Holds 1500 credits
Sandbag Barrier	2	50	-	Light	Base defense
Turret	2	600	20	Heavy	Base defense turret
Communications Ctr.	2	1000	40	Medium	Radar & communications
Airstrip	2	2000	30	Heavy	Weapons receiving area
Obelisk of Light	4	1500	150	Medium	Base defense laser
Chain Link Barrier	5	75	-	Medium	Base defense
Repair Facility	5	1200	30	Light	Vehicle repair
Adv. Power Plant	5	700	+200	Light	Provides power
SAM Site	6	750	20	Hvy / Lt	Air defense
Concrete Barrier	7	100	-	Heavy	Base defense
Temple of Nod	7	3000	150	Heavy	Nuclear missile

HIERARCHY

NOTE: Not all units will be available in all missions.

Structures Built **Allows Building of**

Construction Yard → Concrete Barrier, Chain Link Barrier, Sandbag Barrier, Power Plant

Power Plant → Hand of Nod, Adv. Power Plant, Repair Facility, Tiberium Refinery
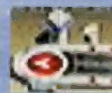
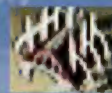Hand of Nod → SAM Site, Turret

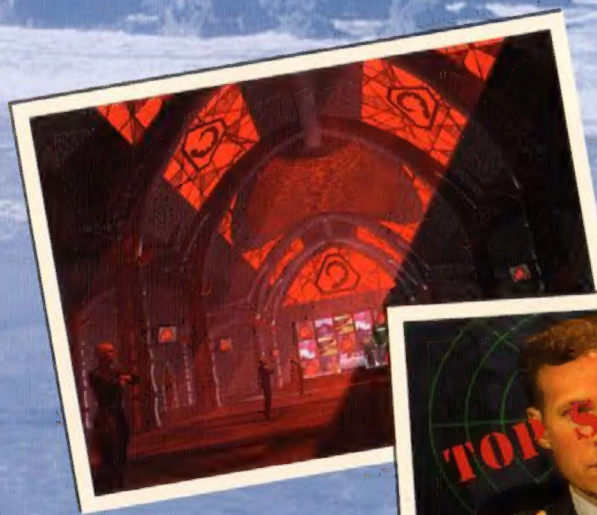Tiberium Refinery → Comm. Center, Airstrip, Tiberium Silo

Comm. Center → Obelisk of Light, Temple of Nod

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